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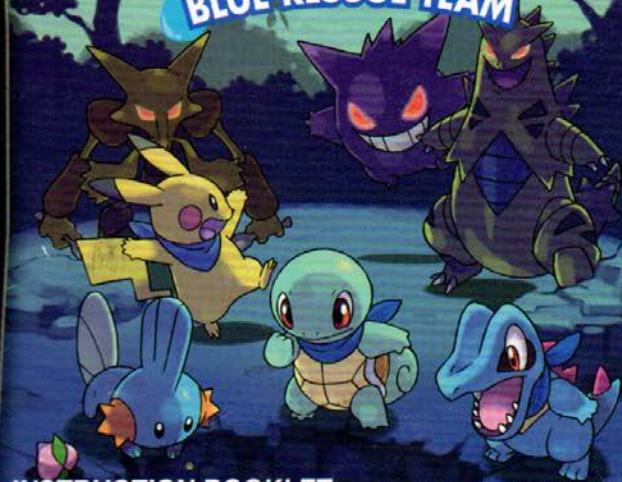


PRINTED IN USA

NINTENDO DS™

# POKÉMON Mystery Dungeon

## BLUE RESCUE TEAM



INSTRUCTION BOOKLET

Cover illustration by Ken Sugimori

EmuMovies

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



**Wireless DS  
Multi-Card  
Play**

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

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For more information about our forums, visit  
[www.nintendo.com/community](http://www.nintendo.com/community).

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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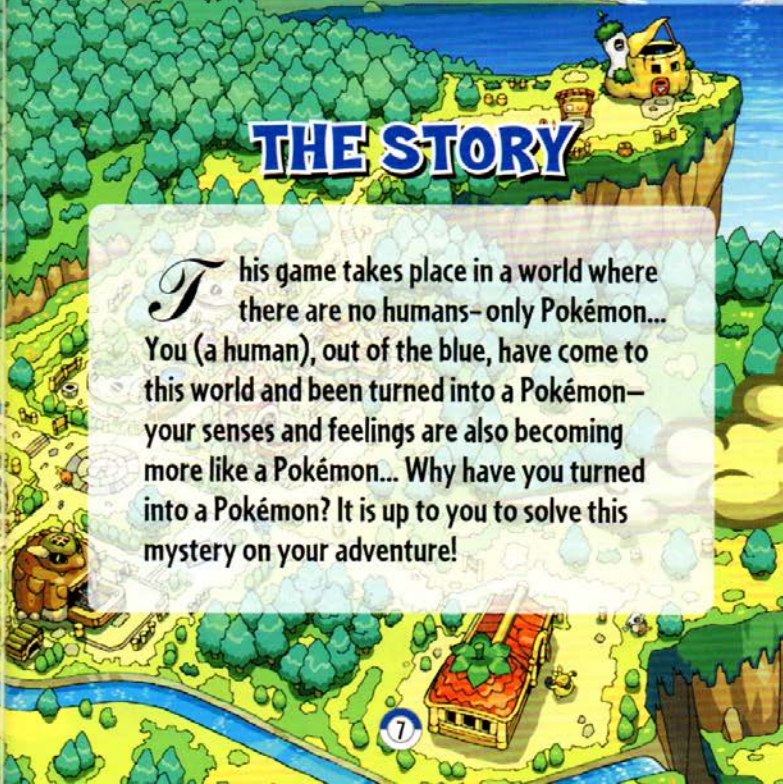


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## THE STORY

*T*his game takes place in a world where there are no humans—only Pokémon... You (a human), out of the blue, have come to this world and been turned into a Pokémon—your senses and feelings are also becoming more like a Pokémon... Why have you turned into a Pokémon? It is up to you to solve this mystery on your adventure!

# CHARACTERS

A lot of Pokémon that you are familiar with will appear in Pokémon Mystery Dungeon. Here is an introduction to the main Pokémon in the game.

## Hero Pokémon (you)

The Pokémon you play will be chosen based on how you answer the questions of the personality test at the beginning. What Pokémon will you become?

## Partner Pokémon

The Pokémon which becomes your partner Pokémon will be one of the following ten. No matter which one you choose, it will help you in your adventure!

Seed Pokémon  
**BULBASAUR**  
TYPE: GRASS, POISON



Lizard Pokémon  
**CHARMANDER**  
TYPE: FIRE



Mouse Pokémon  
**PIKACHU**  
TYPE: ELECTRIC

Tiny Turtle Pokémon  
**SQUIRTLE**  
TYPE: WATER





Leaf Pokémon  
**CHIKORITA**  
TYPE: GRASS



Wood Gecko Pokémon  
**TREECKO**  
TYPE: GRASS



Fire Mouse Pokémon  
**CYNDQUIL**  
TYPE: FIRE



Big Jaw Pokémon  
**TOTODILE**  
TYPE: WATER



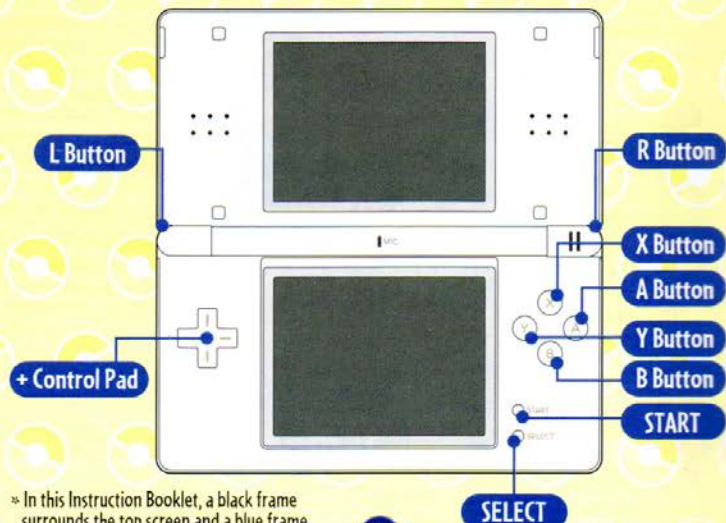
Mud Fish Pokémon  
**MUDKIP**  
TYPE: WATER



Chick Pokémon  
**TORCHIC**  
TYPE: FIRE

# CONTROLS

First off, here is a quick overview of the system and the button layout. You can see how to control the hero Pokémon by reading this section. The controls are simple and you can easily master them while playing and having fun.



\* In this Instruction Booklet, a black frame surrounds the top screen and a blue frame surrounds the Touch Screen (bottom screen).

	Field	Dungeons
A Button	• Select command.	• Use regular attack. • Talk to the Pokémon you are facing.
B Button	• Cancel command. • Run by holding the B Button while using the + Control Pad.	• Open the menu. • Run by holding the B Button while using the + Control Pad.
X Button	• Open the menu.	• Open the menu.
Y Button	• Not used.	• Decide which direction to face while standing still.
START	• Display more detailed information on certain menus.	• Display more detailed information on certain menus.
SELECT	• Sort items on the item window.	• Display map. • Sort items on the item window. • Set Moves.
R Button	• Select multiple items from	• Hold the R Button then use the + Control Pad to move diagonally.
L Button	• Select multiple items from	• Not used.
+ Control Pad	• Move cursor. • Move characters.	• Move cursor. • Move characters.

L + A Buttons	Use set Moves.	L + R Buttons	Throw set items, such as a rock.
L + B Buttons	Check message log.	A + B Buttons	Pass your turn without moving.

\* When you close the Nintendo DS system while playing the game, the system automatically goes into Sleep Mode. Once you open the system, the game will appear again.

# CONTROLLING WITH THE TOUCH SCREEN



## Try using the stylus!



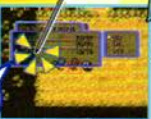
Touch the "Moves" icon!



When you touch "Use"...



You can use the Move.



Then, touch a Move!

You can open the menu!



\* If you touch anywhere outside the command window, your selection will be canceled.

# IN THE FIELD

To talk or check → Touch once to talk to someone or check something.



This is the same as pressing the A Button.

To → Keep your stylus pressed on the Touch Screen after touching where you would like to go.



This is the same as using the + Control Pad.



To run → Touch the stylus twice on where you would like to go, then keep it pressed on the screen.

This is the same as using the B Button and + Control Pad.

Display menu → Touch the hero Pokémon (you).

This is same as pressing the B or X Button.

# Dungeons

To use a regular attack, or talk to your team member → Touch the Pokémon once!

This is the same as pressing the A Button.

To use Set Moves → Touch the enemy Pokémon twice to use a Move!

This is the same as pressing the L and A Buttons.

or  
Touch the "Moves" icon!  
or  
Touch twice where there is no Pokémon!

To throw an item you've

→ Touch the "Throw" icon!

This is the same as pressing the L and R Buttons.



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To turn around → Keep the stylus pressed down after touching the direction you would like to face.

This is the same as pressing the Y Button.

To move → When you touch the hero Pokémon, it takes one step in the direction it's facing. When you keep the stylus pressed down, it walks in that direction.

They will even walk around corners automatically.

→ To move to a specific spot, such as the stairs in a room, touch it, and they will walk there automatically.

To run → Touch the hero Pokémon twice.

This is the same as pressing the B Button and + Control Pad.

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# STARTING THE GAME

## Turning On the Nintendo DS System

1. Make sure that the Nintendo DS system is turned off. Insert the Pokémon Mystery Dungeon: Blue Rescue Team Game Card into the Game Card slot on the back of the system and push until it clicks into place.
  2. Turn the power on, and the Health and Safety Screen is displayed (shown to the right). Once you have read over the information, touch the Touch Screen.
  3. Touch the Pokémon Mystery Dungeon panel on the DS Menu Screen to start the game.
- \* If you set the DS system to Auto Mode, the game will automatically start after the Health and Safety Screen is displayed. For more information, please check the Instruction Booklet of your Nintendo DS.

### WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT [www.nintendo.com/healthandsafety/](http://www.nintendo.com/healthandsafety/)

Touch the Touch Screen to continue.



## Playing for the First Time

### Answering the questionnaire

When you play for the first time, some questions will be presented to you. Be honest when answering the questions—think about how you would really respond. Your answers determine which Pokémon you will be on your adventure.

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## Name Pokémon

After the questions, you will be asked to name your partner Pokémon. Enter a name that you think is the best. Once done, choose "End." Once you awake in the game, you will be asked to enter your name. Do the same thing you did for your partner.



### Entering names

+ Control Pad	Move cursor	L Button	Move cursor left	SELECT	Not used
A Button	Select	R Button	Move cursor right	OVR/INS	Overwrite a letter or insert one
B Button	Delete a letter	START	Move the cursor to "End"		



## Continuing the Game

When you play after you save the game, the top menu screen (to the right) will be displayed. Choose a command and select with the A Button.



### When you choose "Continue"

You can resume the game from the spot where you last saved. Your play time and the number of your adventures will also be displayed.

### When you choose "Delete Save Data"

Your save data will be deleted. Your Adventure log will still remain; however, the rest of your data will be cleared and you will have to start from the beginning.

### When you choose "Adventure log"

You can check your rescue team's achievements. You can also check the Moves you have remembered, and the number of Pokémon that have joined your team.

### When you choose "Friend Rescue," "Trade Items," or "Wonder Mail"

Using wireless communication, or by entering passwords, you can interact with your friends (see page 45). These features expand the adventures possible to you.

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# HOW TO STOP PLAYING

Even if you are on an adventure in a dungeon, you can quicksave your game. Save your adventure whenever you want, and proceed at your own pace!



## How to Save

You can save the game using your bed in your Rescue Team Base. Walk to the bed, and when you are asked if you would like to save, select "Yes". You can start the game from here next time you play.



## Saving While on an Adventure



Open the menu, select "Others", and then "Quicksave". Even if you are in a dungeon, you can quicksave your adventure and stop playing the game. However, once you resume a quicksaved adventure, the quicksave data will be deleted. Choosing "Give Up" will return you to your base in the same way as being defeated during an adventure.



## When You Are Defeated on an Adventure



If your HP hits 0 in a dungeon, you are defeated and you will be brought back to your base. If you are defeated in a dungeon, you will lose all of your money, and some of your items as well. However, you do not lose any experience points (Exp. Points).



As you proceed further in the story, you will be able to ask your friends to come try to rescue you. When you are asked if you would like to call for a rescue, select "Yes." You will now be "Awaiting Rescue" (see page 45).

Even if you are defeated, try again! Never give up!

**Note!**

There can only be one adventure save file.



# GAME FLOW

Before you know it, you will form a rescue team with your partner Pokémon and set off on dungeon adventures without delay.

## Get the Rescue Team Starter Set!

When you form your rescue team, a Starter Set will be delivered to your mailbox. In it, you will find a Rescue Team Badge, a Toolbox that you can keep items that you find in dungeons in, and a copy of PKMN News.



## Check the Mailbox

The Mailbox in front of the Rescue Team Base will get new issues of PKMN News as well as rescue requests. Check the Mailbox frequently.



## Get ready!



Once your preparations are complete, you can set off on an adventure. Before you go to a dungeon, you can go to Pokémon Square and buy and sell items, store and take items, and train your team at the Makuhi Dojo.

To Adventures  
To Pokémon Square  
To Friend Areas

Page 32  
Page 38  
Page 44

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## Set off on an adventure.

To begin with, select the dungeon you would like to go to. To complete the job you've chosen, go to a dungeon that has an envelope mark  next to it. A "GO" mark  is displayed next to a dungeon that will trigger an event.



## Clearing dungeons

Once you reach a dungeon, complete your rescue job by making your way through the dungeon and defeating any enemy Pokémon. Don't forget to pick up any items you find.



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# THE BASIC GAME SCREEN

Here is the description of the basic game screen when you are in the field and when you are in dungeons.

## Field



On the Top Screen, the map or your team's status can be displayed.



Map



Team

See "Others" on page 25 for more information on the Top Screen's display.

1

### Team Rank

The rescue team's rank. Your rank will start off normal at first, and as you complete more rescues, your rescue rank will increase. Aim for the Gold Rank!

2

### Money

The amount of money you currently have. In this world, money is called Poké. By saving up Poké, you can buy items and Friend Areas.

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## Description of Commands

### Items

You can trash an item you do not need. You can also check what effect an item has.

- ▶ **Trash:** Trash items you do not need from your Toolbox.
- ▶ **Info:** You can check an item's effect.

### Team

You can check information on your team members.

- ▶ **Give:** Give an item to a team member.
- ▶ **Take:** Take an item from a team
- ▶ **Summary:** Check Pokémon's Stats, Features and Info.
- ▶ **Moves:** Check the Moves the Pokémon can use.
- ▶ **Check IQ:** Check IQ the Pokémon has obtained.

### Job list

This is a list of rescue jobs you have. When you choose "Take Job," it means you are ready for the mission. Rescue jobs will be delivered to your mailbox, or posted on the bulletin board at the Pelipper Post Office.



### Others

You can check game options or hints for control.

#### ▶ Game Options

- **Window:** Change window's color.
- **Controls:** Set controls.
- **Touch Screen:** Select if Touch Screen feature is On or Off.
- **Top Screen:** Select what to display on the Top Screen.

▶ **Hints:** Check useful information that will help your adventure.

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# Dungeons

Press **B** or **X**, or touch "Menu"!



On the Top Screen, the map, or your teams status and message log can be displayed.



\* See "Others" on page 23 for more information on the Top Screen's display.

## 1 HP

Team member's HP. If it hits 0, they will be defeated. The maximum HP will increase when a Pokémon levels up, or by a specific item.

## 2 Belly

Be careful, you will faint if you get too hungry. Restore your Belly by eating items such as Apples.

## 4 Weather

Some Moves and Pokémon get stronger depending on the weather.

## 3 Money

The money you currently have. You can pick up money in dungeons, and you will also be given it as a reward for completing rescue jobs.

## 5 Play

You can check your total play time.

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# Descriptions of commands

## Moves

Moves that can be used are displayed here. There is a limitation on how many times you can use Moves. If you run out of PP for a Move, you can restore it with a Max Elixir.

- ▶ **Use:** Use a chosen Move.
- ▶ **Set:** If a Move is set, you can use it easily by pressing the L and A Buttons together.
- ▶ **Deselect:** Deselect Moves that you've set.
- ▶ **Switch:** Switch the Moves to be used.
- ▶ **Link:** Link Moves.
- ▶ **Delink:** Delink linked Moves.
- ▶ **Info:** You can check what effect the Move has.

## Items

You can check items you have in your Toolbox. When you select an item, the following commands to the right will be displayed. You can keep up to 20 items in your Toolbox.

- ▶ **Use:** The command to use items. This will change to Eat, Ingest, or Throw depending on the kind of item.
- ▶ **Give:** Give an item to a team member.
- ▶ **Place:** Put an item on the ground.
- ▶ **Throw:** Throw an item.
- ▶ **Set:** If you set an item, you can use it easily by pressing the L and R Buttons together.
- ▶ **Deselect:** Deselect an item you've set.
- ▶ **Info:** You can check what effect an item has.

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Here you can check various information about the Pokémon on your team. Develop strategies to help you along in your adventure by checking their Summary and IQ.

- ▶ Summary
- Stats



→ You can check the Level or Exp. Points of the Pokémon in your team.

- Features



→ You can check the Type or Special Ability of a Pokémon.

- Status



→ You can check any status changes, such as Poisoned.

- Info



→ You can check the basic information of the Pokémon, such as the Friend Area where the Pokémon lives.

- ▶ Moves The list of Moves you can currently use is displayed here.

\*The content displayed is the same as when you select the "Moves" command (→ Page 27).

- ▶ Talk Talk to a Pokémon of your choice.



→ You can talk to your team members and will get various replies.

- ▶ Check IQ Check the list of IQ skills obtained.



→ By selecting "Switch," you can put a ★ next to IQs that you want that Pokémon to use. You can also enhance a Pokémon's IQ with Gummis. (→ see page 36)

- ▶ Tactics You can choose your team members' tactics.



→ Since you go into dungeons with a team, the tactics you choose are important. When the leader's level gets higher, the type of tactics you can choose from will increase.

## Others

You can quicksave the game and change detailed play settings here.

► **Game Options:** You can change settings such as walk speed.

### • Dungeon



↑ Set the options here to your liking so that you can easily play the game.

### • Others



↑ Change window color, or activate Touch Screen control.

#### ■ Speed

Decide walk speed.

#### ■ Far-off pals

Choose "Look" if you want to see the battles of your members when they are far away from you.

#### ■ Damage turn

Choose "Yes" to turn automatically and face the direction in which you are taking damage.

#### ■ Grids

Choose "On" to display grids around you when changing the direction you face.

#### ■ Map

Choose the way you want the map and other information to be displayed.

### • Default



↑ Reset the game option settings to their default.

► **Quicksave or Give Up** (→ Page 20, 21)

### • Quicksave



← Quicksave the game while in a dungeon and quit the game.

### ► Message log

Check recently displayed messages.

### ► Mission objectives

Check the objectives for all missions in your current dungeon.

### ► Recruitment search

Check potential Pokémon recruits on the floor you are on, as well as which Pokémon you've already recruited from the floor.

### ► Hints

Check useful information about playing the game, such as hints on controls, items, and so on.

### • Give Up



← Give up in a dungeon and return to your base.

## Ground

Check the ground you are standing on. If you find an item, you can pick it up or eat it. You can also trade the item with another player, or throw it at an enemy.

# ADVENTURE

While in a dungeon on a mission, there are many "enemy" Pokémon that will attack you. Rescue as many Pokémon in trouble as possible by mastering the ways of battling.

## Turn-based battles!

The battles in dungeons use a turn-based system. When your Pokémon moves one step, all enemies on the floor do the same. When you attack once, the enemies attack once. Each time this happens, it's called a "turn." If you don't make any actions, the enemy Pokémon will do nothing as well. Make sure you don't rush yourself, you have time to think the battles through carefully.



## Take advantage of your Moves in battle

You can get more Exp. Points when you defeat an enemy using Moves instead of regular attacks. Once you set a Move, you can use it by simply pressing the L and A Buttons together.



## Check Pokémon type

Pokémon and Moves have their own types. There are matchup advantages and disadvantages. For example, Water type has an advantage against Fire type. Pay attention to type, and use the right Move against the right enemy.



## Status changes

If you are affected by a status change (such as Paralysis, Poison, or Burn) by an enemy Pokémon's attack, restore yourself using Seeds or Berries. You can also be restored by moving to the next floor.



## Utilize items

Gravelerocks are very useful in battles. If you throw it at an enemy Pokémon that is far away, it can do significant damage to them before you get close. There are many items you can throw. If you set an item, you can throw it easily by pressing the L and R Buttons (→ see page 27).



# DUNGEONS

In dungeons, there is danger awaiting you. Fear not, if you know how to handle yourself in a dungeon, there is nothing to worry about!



## How to Check the Dungeon Map



- ▶ **White dot**  
Your location.
- ▶ **Yellow dot**  
Team member's location.
- ▶ **Red dot**  
Enemy Pokémon's location.
- ▶ **Blue dot**  
Item location.
- ▶ **Blue square**  
Stairs location.

## Dungeons change every time

Every time you enter a dungeon, the layout changes. The way the rooms are connected and the location of the stairs changes every time you go in a dungeon—even the same one.



### Watch the weather carefully

Dungeons are affected by weather, such as clear, cloudy, rainy, and sandstorm. Depending on a Pokémon's type, some will take damage while some attacks are actually raised by the weather.



## Restoring HP in a dungeon

Even though your HP is decreased from enemy attacks, it is restored little by little as you walk around in a dungeon. If you want your HP to recover quicker, press and hold the A and B Buttons at the same time. Since this causes turns to proceed while standing still, your HP will restore very quickly. Be careful, if you do this, your Belly decreases and enemy Pokémon will also gather around you.



# ITEMS

Items are indispensable when you're on a rescue mission. Make sure you understand completely what effect each item has.

You can find items in many places.

Items can be obtained many ways, such as picking them up in a dungeon, buying them at shops, and having them given to you by a client after a successful mission. Since items have various effects, use them carefully.



## • Food

**Apple** A food item that somewhat fills the Pokémon's Belly.

**Big Apple** A food item that amply fills the Pokémon's Belly.

## • Drinks

**Max Elixir** A drink that completely restores the PP of all the Pokémon's Moves. It also slightly fills the Pokémon's Belly.

## • Treats

**Red Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Fire-type Pokémon like it the best.

**Grass Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Grass-type Pokémon like it the best.

**Gold Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Psychic-type Pokémon like it the best.

**Green Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Bug-type Pokémon like it the best.

**Yellow Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Electric-type Pokémon like it the best.

## • Rock

**Graveleroc** A throwing item that inflicts damage on the target Pokémon.

## • Seeds/Berries

**Stun Seed** A food item that causes the Pokémon to become petrified. It also slightly fills the Pokémon's Belly.

**Sleep Seed** A food item that makes the user sleep. It also slightly fills the Pokémon's Belly.

**Blast Seed** A food item that makes the Pokémon breathe highly damaging fire.

**Reviver Seed** A hold item that revives the Pokémon if it faints.

**Oran Berry** A food item that restores HP. It also slightly fills the Pokémon's Belly.

**Pecha Berry** A food item that heals the Pokémon when poisoned or badly poisoned. It also slightly fills the Pokémon's Belly.

## • Equipment

**Power Band** A hold item that boosts the Pokémon's Attack.

**Pecha Scarf** A hold item that prevents the Pokémon from being poisoned or badly poisoned.

## • Wonder Orbs

**Slow Orb** Lowers the Movement Speed by one level.

**Petrify Orb** Changes the status of foes to Petrified.

**Totter Orb** Changes the status of foes to Confused.

**Slumber Orb** Changes the status of foes to Sleep.

**Escape Orb** Allows the rescue team to escape from a dungeon.

## • TMs (Technical Machines)

**Attract** Teaches the Move Attract.

**Overheat** Teaches the Move Overheat.

**Protect** Teaches the Move Protect.



# FACILITIES IN THE FIELD

Go visit Pokémon Square before setting off on an adventure in a dungeon. You can find various useful shops where you can get items and prepare.



When you go east along the road in front of your base, you will reach Pokémon Square—where many convenient shops are located. You can sell, buy, or even store items, which is very useful on your adventures. You can also buy "Friend Areas," which are needed to increase your Friends. Make sure to talk to all the Pokémon in the square!

## Rescue Team Base

This is your Rescue Team Base. You can save your adventure at the bed in your base. Make sure to save often!



## Kecleon Shop/Kecleon Wares

Pokémon in charge:  
Kecleon

These shops sell items and TMs, and are run by the Kecleon brothers. The Kecleon on the left deals in items, the Kecleon on the right deals in Wonder Orbs and TMs. You can either buy or sell here. Use the shops wisely to provide you with an advantage on your adventures.



## Felicity Bank

Pokémon in charge:  
Persian

You can deposit or withdraw your money here. If you are defeated in a dungeon, you will lose all of the money you have with you in the dungeon. However, if you deposit your money, you never lose it.



## Kangaskhan Storage

Pokémon in charge:  
Kangaskhan

You can store items here—whether they were brought from a dungeon or purchased in a store. If you are defeated in a dungeon, you lose some of your items. But if you store them here, you'll never lose them.



## Gulpin Link Shop

Pokémon in charge:  
Gulpin

You can set, link, or remember Moves here. Setting Moves enables you to use them by simply pressing the L and A Buttons together. If you link Moves, you can use them all together in succession in just one turn.



## Wigglytuff Club

Pokémon in charge:  
Wigglytuff

You will need Friend Areas to increase your friends. In order to make friends with a Pokémon and have it join your team, you must have that Pokémon's Friend Area. You can buy Friend Areas here.



## Makuhita Dojo

Pokémon in charge:  
Makuhita

You can raise the level of your team members by training in various types of rooms here. All the rooms have the name of a Pokémon type, such as the Fire Maze or Electric Maze where only Fire-type or Electric-type Pokémon will appear. This will allow you to easily study how types match up in battle.



## Pelipper Post Office

Pokémon in charge:  
Pelipper

You can receive SOS Mail from other players and also leave on a friend rescue from here. Also you can send A-OK Mail or send and receive Thank-You Mail here. Check the bulletin board in front of the Post Office where you can find rescue jobs (→ see page 45).



# INTRODUCTION TO THE POKÉMON WORLD

This is a world in which only Pokémon live. There are so many places to see—such as the Thunderwave Cave or Mt. Thunder.

## The Pokémon world

This time around, your adventures will take place in various dungeons located throughout this Pokémon world. In the dungeons, the terrain, enemies, and items you find will change every time you enter them—even if it's the same dungeon. Take great care when you go on a rescue job, you never know what you'll find!

### • Pokémon world map



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## Friend Areas

Friend Areas are important places where your Pokémon friends can live. Without Friend Areas, Pokémon can not become your friends. You can buy Friend Areas at the Wigglytuff Club in Pokémon Square.

### • Friend Areas map



# WIRELESS COMMUNICATION

Wireless communication enables you to expand your enjoyment even further. The following is an introduction on how to use it.

## The flow of friend rescues

When you are defeated in a dungeon, you can accept defeat and try again. However, another option is to ask another player to try and rescue you. Also, you can go rescue a friend who needs your help.

### 1. Waiting for a friend rescue

Select "Get Help" under the "Friend Rescue" command on the top menu, then choose "Send SOS Mail." Next, select "Wireless Mode," then press the A Button to start communication and follow the instructions on the screen.



### 2. Going on a friend rescue

Select "Go Rescue" under the "Friend Rescue" command on the top menu, then choose "Receive SOS Mail." Next, select "Wireless Mode" and resume the game by selecting "Continue" on the top menu. Once you start the game, go to the Pelipper Post Office and talk to the Pelipper on the left. Select "Leave for Rescue" to go on the friend rescue mission. When you reach the Rescue Spot and select "Rescue," the rescue will be completed. You will then automatically return to the Pelipper Post Office.



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Next, talk to the Pelipper on the left and send an A-OK Mail. When you send an A-OK Mail, you can send a Pokémon you've befriended to your friend as a helper Pokémon.

\* The Pokémon will not disappear from your game if you send it as a helper Pokémon.

\* You can also receive SOS Mail at the Pelipper Post Office.

### 3. Waiting for a friend rescue

When the player who left on a friend rescue mission succeeds, they will send you an A-OK Mail. Once they have done this, select "Get Help" under the "Friend Rescue" command on the top menu, then choose "Receive A-OK Mail." Next, select "Wireless Mode" and choose "Revive Team" after you receive the A-OK Mail. Now you can resume the game from the spot where you were defeated in the dungeon.

There is also chance that your friend sent you a helper Pokémon along with the A-OK Mail. If so, you can resume your adventure with the helper Pokémon.



### Trade Items

Using wireless communication, you can trade your items in Kangaskhan Storage with other players. Make use of this feature to help you on your adventures.



### Wonder Mail

When you receive Wonder Mail, you will get the same rescue job as the friend who sent it. Something good may happen if you clear this rescue mission...



### Thank-You Mail

The player who was revived can send a Thank-You Mail to the player who rescued them. To do this, select "Get Help" under the "Friend Rescue" command on the top menu. Then select "Send Thank-You Mail" and choose "Wireless Mode." You can do the same thing by talking to the Pelipper on the right at the Pelipper Post Office and choosing "Send Thank-You Mail." If you want, you can attach an item to the Thank-You Mail. After selecting the method to send the mail, choose "Send Item" then choose the item you want to attach.

\* If you have no items at Kangaskhan Storage, you can not send one.

### Passwords enable you to do the same!

If you aren't able to use wireless communication with a friend, you can use passwords to send and receive mail for friend rescue missions. Simply choose the passwords command when you are asked how you would like to send or receive mail (→ see page 18 for how to input passwords).

\* You can not send helper Pokémon when you use passwords.



# HOW TO PLAY USING DUAL SLOT

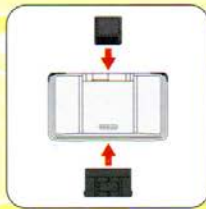
If you have both the DS Blue Rescue Team version and GBA Red Rescue Team version, you can experience something special.

\* You'll need to proceed in the story to use this feature.

\* **This game is not compatible with other Pokémon versions for the Game Boy or Game Boy Advance.**

## What is Dual Slot?

Using Dual Slot, you can go on a friend rescue to the GBA Red Rescue Team version. You can also have the rescue team from the GBA Red Rescue Team's Game Pak come over, and then battle with them at the Makuhita Dojo.



## Call for rescue to the GBA Red Rescue Team version

\*If you set the DS system to Auto Mode, the GBA Game Pak does not boot up. Change the setting to Manual Mode.

### 1. Waiting for a friend rescue (DS Blue Rescue Team version)

When you are defeated in a dungeon, you will be asked if you would like to send for help. If you choose "Yes," the game will be automatically saved and the top menu will be displayed. Once the save is completed, turn the DS system off, then insert GBA Red Rescue Team version Game Pak while keeping the DS Blue Rescue Team version Game Card in the DS system.

Now start the DS Blue Rescue Team version once again. Select "Get Help" from the "Friend Rescue" command on the top menu, then choose "Send SOS Mail." Next, choose "Dual Slot" under the "SOS Mail" option. Once the save is completed, turn the DS system off.



### 2. Leaving for a friend rescue (GBA Red Rescue Team version)

Start the GBA Red Rescue Team version and choose to continue. Then, go to the Pelipper Post Office and talk to the Pelipper on the left. Choose "Leave for Rescue" to start the rescue mission. If you can reach the Rescue Spot and choose "Rescue," you've succeeded. When you succeed at a friend rescue, you will automatically be returned to the Pelipper Post Office and the game will be saved. Once the save is completed, turn the DS system off.

\* At this point, you will be given rescue team points and an item.



### 3. Waiting for a friend rescue (DS Blue Rescue Team version)

Start the DS Blue Rescue Team version (keep the GBA Red Rescue Team version in the DS system). Select "Get Help" from the "Friend Rescue" command on the top menu, then choose "Receive A-OK Mail." Select "Dual Slot" as the way to receive it. Once you resume the game by selecting "Revive Team" on the top menu, you can continue your adventure from the spot where you were defeated.



#### Thank-You Mail

The player who was revived can send a Thank-You Mail to the player who rescued them. To do this, select "Get Help" under the "Friend Rescue" command on the top menu. Then select "Send Thank-You Mail" and choose "Dual Slot." If you want, you can attach an item to the Thank-You Mail.

\* The sent item and rescue points will be automatically saved to the GBA Red Rescue Team version. If there is space in the Toolbox, the item will go there, if not, it will go to Kangaskhan Storage.

#### Receiving a rescue call from the GBA Red Rescue Team version!

##### 1. Waiting for a rescue (GBA Red Rescue Team version)

When you are defeated in a dungeon, you will be asked if you would like to send for help. If you choose "Yes," the game will be automatically saved, and the top menu will be displayed. Once the save is completed, turn the system off.



### 2. Leaving for a rescue (DS Blue Rescue Team version)

Make sure that the DS system's power is off. Then insert the DS Blue Rescue Team version Game Card, as well as the GBA Red Rescue Team version Game Pak, and turn the DS system on. Start the DS Blue Rescue Team version, then select "Go Rescue" from the "Friend Rescue" command on the top menu and choose "Receive SOS Mail." Then choose to receive the SOS Mail from the "Dual Slot" command to receive the mail. Next, start the game by choosing "Continue." Go to the Pelipper Post Office and talk to the Pelipper on the left. Choose "Leave for Rescue" to activate the rescue mission. If you can reach the Rescue Spot and choose "Rescue," you succeed! When you succeed at a Friend Rescue, you will automatically return to the Pelipper Post Office, and the game will be saved. Once the save is completed, turn the DS system off.



Start the DS Blue Rescue Team version. Select "Go Rescue" under the "Friend Rescue" command on the top menu and choose "Send A-OK Mail." After selecting the A-OK Mail you would like to send, select "Dual Slot," then pick the helper Pokémon to be sent. A helper Pokémon can join the Pokémon waiting for rescue. Once the game has been saved, turn the DS system off.

\* The helper Pokémon will not disappear from your game.

\* Helper Pokémon can not be sent if you do not have any Pokémon friends in your Friend Areas.

### 3. Waiting for a friend rescue (GBA Red Rescue Team version)

Start the GBA Red Rescue Team version. Select "Revive Team" on the top menu to start the game. If a Helper Pokémon has been sent to you, you can continue your adventure in the current dungeon together with this Pokémon.



### Thank-You Mail

The player who was revived can send Thank-You Mail to the player who rescued them. Select "Get Help," then select "Send Thank-You Mail" and choose "Passwords" to send the "Thank-You Mail." Once the save is completed, turn the DS system off. If you would like to send an item with the mail, you can choose it.

\* Helper Pokémon will disappear when you clear the resumed dungeon.

### 4. Going on a friend rescue (DS Blue Rescue Team version)

Start the DS Blue Rescue Team version again, then select "Go Rescue" from the "Friend Rescue" command on the top menu, choose "Get Thank-You Mail," and finally select "Dual Slot." You will be given rescue team points and a reward item.

### Establishing the DS Wireless Link (DS Wireless Play)

This section explains how you can use wireless communication.


#### ■ The items you will need:





Nintendo DS System ..... Two  
Pokémon Mystery Dungeon: Blue Rescue Team Game Card ..... Two

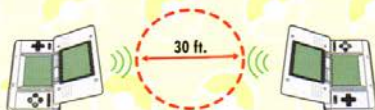
#### Procedure

1. Make sure that all of the Nintendo DS systems are turned off, then insert a DS Game Card into each system.
2. Turn all DS systems on. The DS Menu Screen will be displayed.
3. Touch the "Pokémon Mystery Dungeon" panel.
4. Follow the instructions on page 45.



During wireless game play, an icon  will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

				
No. of Bars	0	1	2	3
Strength	Weaker	←	→	Stronger



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

## UNKNOWN DUNGEON (TAG MODE)

This feature, called the Unknown Dungeon (or Tag Mode), is only available in the DS Blue Rescue Team version. Take your DS out with you, and find new secrets in the Unknown Dungeon!

### Play the game first!

In order to do Tag Mode, you'll need to proceed in the game to a certain point. Once you've proceeded far enough, the "Unknown Dungeon" command will be added to the top menu screen.



### Set off on an adventure to an Unknown Dungeon!

If you select "Yes" after choosing "Unknown Dungeon," the message "Please close the DS system" will appear. This means you are prepared to enter Tag Mode. Close the DS without turning off the power and then go out with your DS!



Head out with Pokémon  
Mystery Dungeon: Blue Rescue  
Team and your Nintendo DS!



## Notes



### Try Tag Mode with your friends!

When you succeed at Tag Mode communication and find an Unknown Dungeon, a message saying that your Pokémon will send back the results of its adventure will be displayed. Press the B Button to call your Pokémon back. You can check what dungeon it went to, how many dungeons it went to, who it befriended, and what items it got on the adventure. The items will be stored at Kangaskhan Storage.



**Great  
Success!**

\* During Tag Mode communication, the battery consumption is larger than normal play. If the battery runs out during play, the game will go back to the place where it was last saved.



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REV-D

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REV-P

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